TAITO™

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EmuMovies

NES-PB-USA

POWER BLADE™ 2

INSTRUCTION BOOKLET

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TAITO™

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PRECAUTIONS

1. Always make sure the computer has been switched off before inserting or removing your Game Pak.
2. Do not abuse the Game Pak by dropping, hitting, or spacing.
3. Game Pak should not be subjected to extreme temperatures or shock. Store at room temperature.
4. Never touch the terminal pins or any of the electric circuitry and avoid getting the Game Pak wet.
5. Cleaning Game Pak with thinner, solvent, benzene, alcohol or other cleaning agents may be damaging.

WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV

Do not use a front or rear projection television with your Nintendo Entertainment System ("NES") and this video game. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with this video game, neither Taito America Corp. nor Nintendo of America Inc. will be liable for any damage. This situation is not caused by a defect in the NES or this game; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

ADVISORY

READ BEFORE USING YOUR NES SYSTEM

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games, including games played on the Game Boy Compact Video Game System. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. Consult your physician before playing video games if you have any epileptic condition. Consult your physician if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and/or convulsions.

THANK YOU for buying **POWER BLADE 2** for your **NES**. We suggest that you read this manual completely before playing the game.

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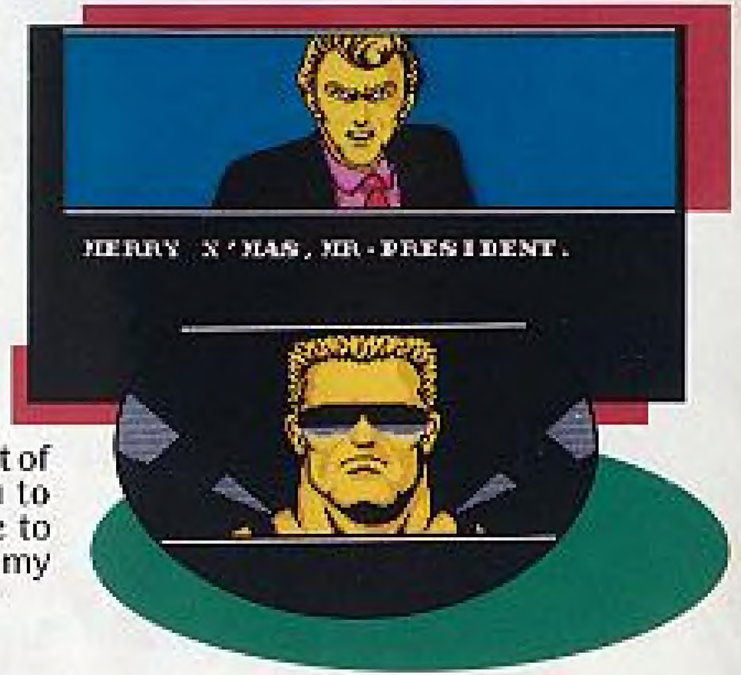
Movieland Video

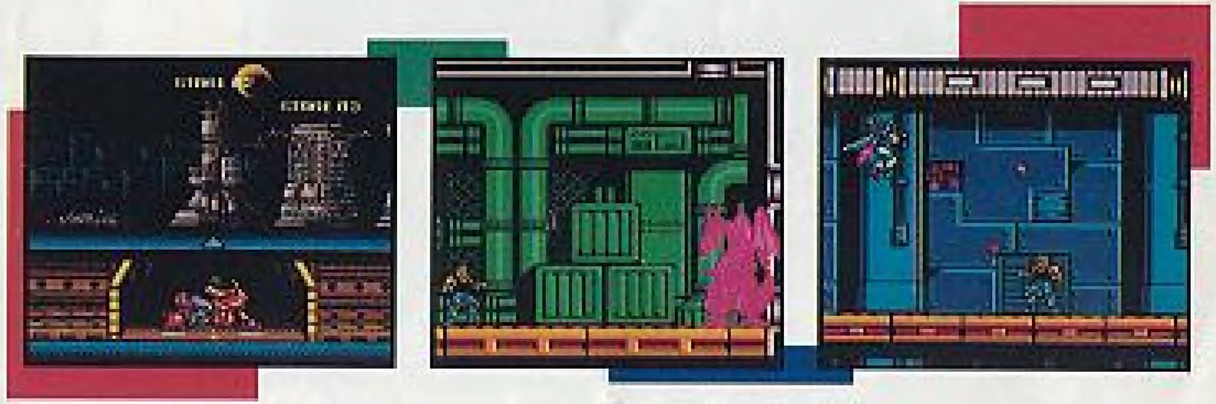
MAN VS. CYBORG

"So what's up now?" asked NOVA, entering the briefing room at SP Headquarters. His boss answered, "The Delta Foundation--" NOVA groaned, "Oh man, not them again!" His boss continued, "--has built a line of near-perfect fighting cyborgs. They want our government to buy them, or else they'll sell them to an unfriendly neighbor. So, finally the President has decided it's time to put Delta out of business. And he wants you to do it." NOVA nodded, "I'd love to mop up that place! Who's my team?" His boss smiled, "You."



MISSION OBJECTIVE

NOVA stared at his boss, "Just me, huh? Why don't you surprise me sometime?" His boss shook his head, "Price you pay for being the best. Now pay attention, here's what you've got to do. Delta has four stages of operation. Near the middle of each is a kind of dragon machine boss. That creature has a suit you MUST get. Then go to the end of the stage and take out the final boss. You can enter the stages in any order. After these first four, you'll find a fifth one. Good luck--this will be a tough mission."

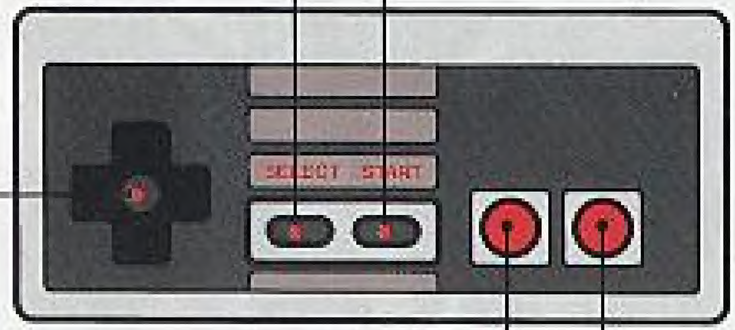


GAME CONTROL

Control Pad (CP)
Moves you and cursor. Aims the boomerangs.

Select
Makes selections, uses Life Tanks.

Start
Begin games or pause to switch suits.



B
Use B and CP to throw the boomerangs in eight directions. Use B for rapid fire when you have the Multi L.

A
Push A to jump up, fly with Rocket Suit, or swim in Wet Suit. Use A and CP down to drop when in the Newt Suit.

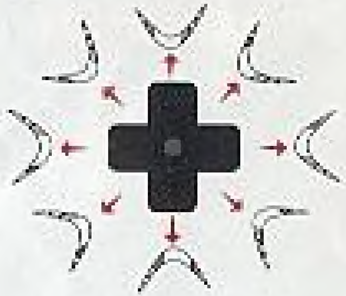
After his last mission to save the Master Computer of New Earth, NOVA returned to the Masters who first taught him how to fight. He wanted to improve his skills in case the next mission was worse. With their great knowledge and ability, the Masters taught NOVA how to improve his techniques for sliding and throwing boomerangs.

Sliding

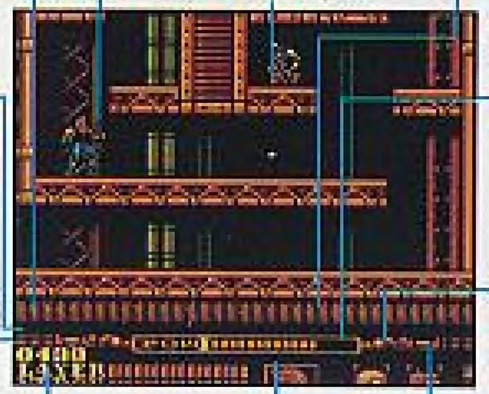
Anyone can slide, but you can squeeze through tight places and past trouble. Push down on the Control Pad and press A. You can fit through openings as high as one block. You may also want to try sliding past dangerous situations.

Throwing

The more power on your power meter, the higher and farther you can throw boomerangs. Many enemies must be hit several times, so throw rapidly. Remember that the Power Blade can go through walls.



PLAY SCREEN



Time
This readout shows how much time is left.

You

Enemy

Power Meter
The more power you have, the longer your throws will be.

Player Meter
The Player Meter lets you see how many more hits you can take before you lose one of your lives.

Life Tanks
To see how many Life Tanks you have stored, look at this meter.

Energy Meter
You need energy to wear a suit. When this meter is empty, you can't use suits.

Energy Packs
The number of Energy Packs you have saved will appear here.

Stage/Area/Level
Each stage has a number of levels. This shows which stage and level you are on.

Suit
If you forget which suit you are wearing, you can look here to find out.

Lives
You have a limited number of lives. Check here to see how many are left.

CONTINUE

When you have used up all of your lives, you can choose to Continue or receive a Password. Continue moves you to the beginning of the stage you were last on. Your energy containers are returned to the same levels as at the start.

PASSWORD

Use the Select button to move between Continue and Password, push Start to make a selection. When you choose Password, write down the word that appears. When you use the Password, you return to the beginning of your last stage.

ITEMS

NOVA's boss slapped him on the back as they left the briefing room. "You know, we have done some preparation for you. Drones went in last night and planted items in every stage. They dropped some useful things that will help you out."

LARGE ENERGY PACK

Pick up a large Energy Pack every time you see one. When your Energy Meter reaches zero, the Energy Pack will automatically refill it. These large packs are hidden throughout the stages.

SMALL ENERGY PACK

These small Energy Packs act right away when you pick them up. Each one fills up a little bit of your Energy Meter. These are more common than the larger packs, but they are equally important.

LIFE TANK

Collect a supply of Life Tanks. When your Player Meter is nearly empty, push Select. A Life Tank will completely refill your player meter. Keep a few in stock for when you go up against a level boss.

BOOMER 2

The red Boomer 2 is far stronger than the weapon you start out with. You do not have to hit enemies as many times with Boomer 2 to defeat them. The only boomerang more powerful than this is the Power Blade. If you find and pick up a Multi 1, you get two red boomerangs when you throw.

MULTI 1

Finding this item gives you two blue boomerangs to throw. If you push and hold B down when you have a Multi 1, you can throw repeatedly with great speed. The Multi 1 doubles your number of Boomer 2's, but will not give you two Power Blades. Only Multi 1 gives you the rapid fire ability.

STAR

The Stars are filled with a high-energy element that adds to your Power Meter when you pick them up. You should try to get every Star that appears to keep your throws long. Once a Star goes off the screen, you cannot find it again.

HAMBURGER

It is not hard to work up an appetite fighting near-perfect cyborgs. Load up on protein and carbohydrates with these delicious Hamburgers. Whenever one appears, pick it up and chow. Each Hamburger adds to your Player Meter, extending your life.

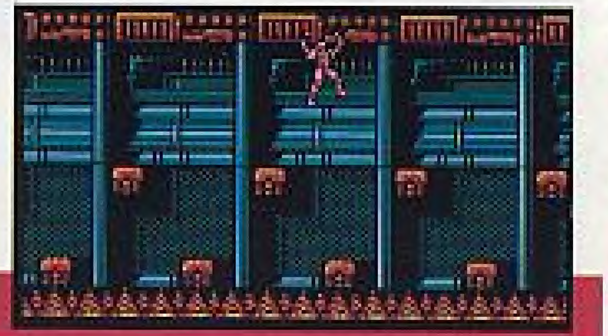
SPECIAL ITEMS

POWER BLADE

You will need a great deal of strength to throw the awesome Power Blade. Its keen steel blade slices right through walls and most enemies.

NEWT SUIT
(STAGE 1)

When you wear the Newt Suit, you are magnetized and can walk on walls and ceilings. To put it on, push Start, select N, and then push Start.



WET SUIT
(STAGE 2)

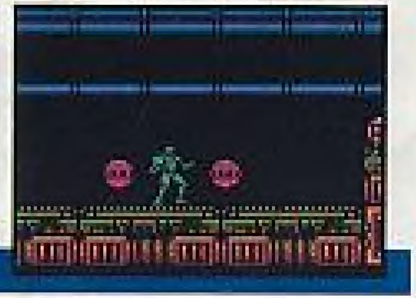
When you wear the Wet Suit you can swim like a seal and throw the Power Blade through water. To get the Wet Suit, you must defeat a level boss. He will leave behind the Wet Suit, which looks like a yellow helmet. Watch your Energy Meter underwater.

ROCKET SUIT
(STAGE 3)

When you wear the Rocket Suit, you have a jet pack on your back that makes you fly. But don't get cocky--there are enemies in the sky as well as on the ground. When you want to take off a suit, push Start, select NOVA's face and push Start again.

PATRIOT SUIT
(STAGE 4)

This mighty suit is a product of the most advanced engineering available. Two orbs fly around the suit and absorb the fire of your enemies. You can wear this or any suit as long as you have energy. When your Energy Meter runs out, the suit goes back into your storage.



FCC COMPLIANCE

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subject J of Part 15 of FCC rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- --Reorient the receiving antenna.
- --Relocate the NES with respect to the receiver.
- --Move the NES away from the receiver.
- --Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402, Stock No. 004-000-00345-4.

WARRANTY

Taito America Corp. warrants to the original purchaser of this Taito product that this cartridge is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Taito product is sold "as is," without expressed or implied warranty of any kind, and Taito is not liable for any losses or damages of any kind resulting from the use of this product. Taito agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, this Taito product. Send product postage paid, along with dated proof of purchase, to the address shown below.

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